

1 IN THE SPECIFICATION

2 The following paragraphs are rewritten pursuant to 37 C.F.R. §1.121.

3 1. Replace the paragraph beginning at page 7, line 18 of the specification with the following  
4 paragraph:

5 Referring to Figure 1, a gaming system 10 embodying the principles of the invention  
6 includes a back office system 11 located in a secure area and a casino floor system 12 that is  
7 accessible to the public. Casino floor system 12 allows players to establish and modify accounts  
8 in gaming system 10 and allows players to participate in various games available through the  
9 gaming system. Back office system 11 maintains accounts and account balances for all players,  
10 maintains account information, and provides system usage reports and other reports useful in  
11 managing gaming system 10. Back office system 11 also preferably creates [gamesets] game sets  
12 made up of a number of predetermined game records and selects game records in response to  
13 player requests made through casino floor system 12.

14  
15 2. Replace the paragraph beginning at page 8, line 19 of the specification with the following  
16 paragraph:

17 The illustrated preferred form of the invention shown in Figure 1 includes a  
18 manufacturing computer 20, a database computer 21, a management computer 22, an archive  
19 computer 23, and two separate central computers 24 and 25. Manufacturing computer 20  
20 manufactures [gamesets] game sets, divides the [gamesets] game sets into a number of subsets,  
21 and stores the unused subsets until requested by one of the central computers 24 or 25.  
22 Manufacturing computer 20 also receives used subsets back from the various central computers

1 and, once all of the subsets are used, stores the used [gameset] game set at archive computer 23.  
2 The structure of the [gamesets] game sets as well as the structure of individual game records in  
3 the [gamesets] game sets and subsets will be discussed further below.

4  
5 3. Replace the paragraph beginning at page 11, line 12 of the specification with the  
6 following paragraph:

7           Once manufacturing computer 20 receives all of the game subsets back from the  
8 central computers 24 and 25 for a given [gameset] game set, the manufacturing computer sends  
9 the entire used [gameset] game set to archive computer 23. Archive computer 23 serves as a  
10 repository for used [gamesets] game sets. Archive computer 23 is also preferably used to store a  
11 copy of each complete unused [gameset] game set as well. The unused [gamesets] game sets  
12 may be copied from manufacturing computer 20 immediately after they are created. These  
13 unused [gameset] game set copies and used [games] game sets may be archived or stored in any  
14 suitable fashion in a nonvolatile memory device or storage device associated with the archive  
15 computer 23.

16  
17 4. Replace the paragraph beginning at page 14, line 1 of the specification with the following  
18 paragraph:

19           The magnetic stripe side of ticket 50 includes a stripe of magnetic data storage medium  
20 57 which is preferably encoded at a POS terminal 31 with machine readable game play  
21 information which specifies the game play outcomes printed on the game ticket and preferably  
22 identifies the game plays or records assigned to the game ticket. In one embodiment of the

gaming system, the game play information includes the game serial number, the starting game record identifier identifying the starting game record purchased by the player, and the number of game play outcomes purchased. This starting game record identifier plus the number of game play outcomes/game records in the [gameset] game set sequence (a randomized game record sequence) after the starting record effectively specifies each game record and thus each game play outcome represented on the given game ticket. In an alternate embodiment, the game play information includes a ticket serial number or identifier which relates to a ticket data table or set of ticket data stored in the database computer 21 or elsewhere in the back office system 11. This set of ticket data specifies or identifies each game play outcome associated with the respective game ticket and preferably each assigned game record itself. Still other alternatives of the game ticket 50 may include the prize indexes or result codes from the purchased game records themselves encoded in some machine readable fashion on the magnetic medium 57.

5. Replace the paragraph beginning at page 15, line 3 of the specification with the following paragraph:

Each [gameset] game set preferably produced at manufacturing computer 20 comprises a data structure including header information identifying the [gameset] game set and perhaps the game or games with which the [gameset] game set is associated. In addition to the header information, each [gameset] game set data structure includes a number of game records, each representing a chance in the particular game. Each game record itself comprises a data structure including a game record identifier and a game record or game play outcome. The game record identifier uniquely identifies each record in a [gameset] game set, and the game play outcome

1 indicates whether the record is a winning or losing record. In the preferred form of the invention  
2 each game play outcome comprises the result index or result code discussed above with reference  
3 to the game tickets 50. Other information may also be included in the game records, such as for  
4 example, sequence information to identify the record's sequence in the [gameset] game set and  
5 prize amount information.

6  
7 6. Replace the paragraph beginning at page 17, line 4 of the specification with the following  
8 paragraph:

9 The other option for revealing the results of the purchased game plays is to take the  
10 purchased game ticket to a player terminal to allow the player terminal to reveal the results of the  
11 purchased game plays or game play outcomes. The results may be revealed at the player terminal  
12 in a fashion to mimic or imitate casino games such as various types of slot machines, draw poker,  
13 blackjack, or keno for example, or to mimic other types of games such as bingo. The player  
14 terminals 30 may be programmed to imitate one or perhaps several different types of games at  
15 the player's choice. A given game representation available to the players through a player  
16 terminal may be specific to a particular [gameset] game set and thus the ticket indicia (result  
17 codes/indexes) for plays from the [gameset] game set and game ticket printed with those indicia  
18 may be usable only at a terminal offering that given game or game representation. In some cases,  
19 however, the result codes/indexes for a [gameset] game set may apply to a number of different  
20 types of games. In this case the player may take their game ticket to play any one of the number  
21 of different types of games to display their game play results.